

Theme:	Pyramids at Giza
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Date:

Duty Six:

Time	Min	Activity	Equipment	Scouter
	05	GRAND HOWL Flag Prayer Register Break	Totem/skin/rock Flag/flag pole Prayer book Register	
<i>The Egyptian servants had to work very hard for their Pharaoh – they must have built up muscles!</i>				
	05	INSPECTION: Arm Muscles	Beans/bones	
<i>We are going to a place far away called Egypt - Egypt is famous for having one of the longest rivers in Africa - the Nile.</i>				
	10	STEAM RELEASE: Jump the Nile Place two long sticks or ropes about half a meter apart. Tell the Cubs that the Nile River runs through Egypt. It is a wide river, but full of crocodiles. Have those that want to jump the Nile line up behind one of the sticks. They will all get a chance to jump across the river. After everyone has had a turn, move the sticks a little farther apart. Anyone who lands in the "water" leaves the game to do something else. Continue until only one person is left.	Stocks or ropes	
<i>One of the Seven Wonders of the Ancient World can be found in Egypt - do you know what it is? The Pyramids - inside the Pyramids were tombs of the Pharaohs.</i>				
	05	ACTIVE GAME: In the Tomb, Out the Tomb. Draw a long line using string or masking tape. Have the Cubs line up in a straight line facing the leader on the right side of the line. The right side of the line is called "In the Tomb" and the left side of the line is named "Out of the Tomb". The leader yells "out the tomb or in the tomb". Upon hearing the command the Cubs jump from one side to the other. If the Cubs jump in the wrong direction or don't jump to the other side when it is a valid command they are out of the game.	String / masking tape	

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		The last player in wins the game. The leader will try and get the players to miss a jump by pointing to one side as they yell to jump to the opposite side or by repeating the same side and/or changing the pace		
<i>And inside the tombs we find the Pharaohs all wrapped up and we call them MUMMIES!</i>				
	10	TEAM GAME: "Mummies" In Sixes, the Cubs are to use the toilet paper to make one of their team members like a Mummy - points to be awarded for originality and team work! (Newspaper will also work ...).	Toilet paper / newspaper	
<i>And on the outside of the casket where the mummy is kept, you will find a cartouche (sort of like a name tag) with the person's name on it - let's make our own cartouche with a secret message written in hieroglyphics.</i>				
	15	HANDCRAFT: Hieroglyphics/Secret Codes Cubs make a secret message and write their names in hieroglyphics. Attachment has an idea. <i>Awareness Challenge – Healthy Mind. Silver Wolf: Write and decipher a simple code. Gold Wolf: Write and decipher a complex code. You can adapt the activity to complete these requirements – Cubs can make up their own hieroglyphics – encourage the older Cubs to challenge themselves!</i>	Card/paper, kokis, scissors	
<i>When the servants were in the Pyramid, they had to stay with their Pharaoh.</i>				
	05	WIDE GAME: Sardines Cubs are playing in their Sixes or in groups of about 5 or 6. The Sixer (one Cub) hides and the others need to find him/her. When they find him/her they need to secretly join him/her in his/her hiding place. Carry on until everyone is hidden.	None	
<i>It must have been so scary for all the servants to be in the tomb with the Pharaoh - I wonder if they still had enough healthy food to eat and they looked after themselves.</i>				
	10	RELAY GAME: Put a healthy meal together	Pictures of food from magazines, paper plates	

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		<p>Pictures of healthy and not so healthy food. One at a time the Cubs need to run up and put something on a paper plate which they think will be a healthy meal. They can swap foods out as well if they feel there is something on the plate which is not as healthy as it should be.</p> <p>Awareness Challenge – Healthy Living. Silver Wolf: Know and understand the importance of good eating habits.</p>		
<i>The Servants had to stay with the Pharaohs even if they didn't want to ...</i>				
	10	<p>ACTIVE GAME: Pharaoh and Servant (Adaptation of Cat and Mouse)</p> <p>The Pack lines up in 4 or 5 lines, each line of Cubs joining hands across. One Cub is chosen as 'Pharaoh' and another as 'Servant', the 'Pharaoh' chases the 'Servant' up and down the lines. When the leader blows the whistle, the Cubs turn at right angles and form lines going down, by holding hands with the members of their new line. When the leader blows the whistle again, the lines form across once more. When the 'Pharaoh' has caught the 'Servant' a new pair is chosen.</p>	Whistle	
<i>Egypt is a wonderful country full of history - they also have a lot of camels!</i>				
	05	<p>CAMPFIRE SONG: Alice the Camel</p> <p><i>A campfire song is also sung so that Cubs become familiar with the songs before attending campfires.</i></p>		
<i>Next week we are going in search of the legendary Statue of Zeus – he was great and powerful so come along for the adventure ...</i>				
	05	NOTICES/BADGES		
	05	<p>GRAND HOWL Flag Prayer Dismiss</p>	<p>Totem/skin/rock Flag/flag pole Prayer book</p>	